Appl. No. 10/633,807
Amdt. dated December 30, 2005
Reply to Office Action of November 15, 2005

Amendments to the Specification:

Please replace paragraph [0022] with the following amended paragraph:

[0022] Turning to FIG. 1 through FIG. 7, the method and apparatus for training sports skills applied to the game of tennis can be seen. Tennis court 5 can have a net 6, base lines 7, service lines 8 and side lines 9 as are well known. A player 10 being trained can be positioned on one side of tennis court 5. Referring to FIG. 3, a player 10 being trained can be positioned on one side of tennis court 5 and a trainer 11 can be positioned at the back line 7 on the opposite side of the tennis court 5. As will be described below, a ball machine can be used to project tennis balls to the side of the tennis court occupied by player 10 instead of a trainer 11. One or more opponents 12 can be positioned on the opposite side of tennis court 5 from the player being trained. Opponents 12 can be persons or can be simulated opponents that operate mechanically as described in greater detail below. Use of one or two opponents 12 can depend on whether the player is being trained in singles or doubles and can depend on whether the opponent is a person or is a simulated opponent the operates mechanically. In the embodiment of the invention as shown in FIG. 3, trainer 11 can sequentially hit a plurality of tennis balls to the side of the tennis court occupied by player 10, and can direct one or more opponents 12 to occupy selected locations on the opposite side of the tennis court so that player 10 can be trained to return the tennis balls away from the opponent(s) 12, thereby teaching tennis player 10 to play the tennis court and training placement memory in the brain of player 10 in addition to training muscle memory of player 10. Use of opponent(s) 12 arranged to occupy selected locations on the opposite side of the tennis court can also improve the reaction time of player 10 by requiring player 10 to observe to the position of opponent(s) 12 and decide where to return the tennis ball. Thus, player 10 can be trained to develop muscle memory for skills of returning tennis balls to the opposite court, and can also improve reaction time and develop placement memory in the brain, namely, observe the location of the opponent(s) and return the ball away from the opponent(s). Opponent(s) 12 can be positioned on the opposite side of tennis court 5 to simulate where a player of a selected skill level would likely be positioned in relation to the tennis ball hit by trainer 11 to the side of the tennis court occupied by the player 10 being trained. For

2

example, if trainer 11 hit a lob shot, opponent(s) 12 can be directed to the location(s) that an opponent of a selected skill level would take after hitting a lob shot. Player 10 will face a realistic situation of returning a lob shot to the opposite side of the tennis court occupied by an opponent or opponents, thus providing the opportunity to train the brain of player 10 to not only return the tennis ball hit by the trainer, but to decide in real time where to return the tennis ball, namely away from the opponents positioned on the opposite side of the tennis court 5.